REVISED AGENDA

LAW ENFORCEMENT AND CRIMINAL JUSTICE INTERIM COMMITTEE

UTAH LEGISLATURE

Wednesday, June 19, 2013 • 2:30 p.m. • Room 25 House Building

Approximate Time Frame

2:30 1. Committee Business

- Call to order Sen. Todd Weiler. Senate Chair
- Approval of the minutes of the May 15, 2013, meeting
- Other committee business

2:40 2. Recognition of Commissioner D. Lance Davenport

Commissioner Davenport is a graduate of Weber State University where he completed both an Associate and Bachelor of Science degree in Law Enforcement and Criminal Justice. He joined the Utah Highway Patrol in 1984 and served in many different assignments in the Utah Department of Public Safety during the past 29 years, including executive protection and investigations. In August 2006, Commissioner Davenport was appointed as superintendent of the Utah Highway Patrol where he served until he was appointed as the commissioner of the Department of Public Safety in January 2009.

3:00 3. Drug Testing at Pedestrian Accident Scenes

Should the Legislature consider changes to statute that would require law enforcement to conduct enhanced investigation and drug testing at accident scenes where a pedestrian was hit and emergency medical services were activated?

Rebecca Brown

3:30 4. Utah Department of Corrections - Issues and Agency Update

- Rollin Cook, Executive Director, Utah Department of Corrections
- Mike Haddon, Deputy Director, Utah Department of Corrections

4:00 5. New Felonies and Enhancements on Existing Punishments

The Sentencing Commission has prepared a report covering new felonies and enhancements on existing crimes that have been enacted over the past five years.

- Carlene Walker, Chair, Sentencing Commission
- Jacey Skinner, Director, Sentencing Commission

4:30 6. Domestic Violence Report

At the May interim meeting, committee staff was asked to research the original intent of the legislation that required the Department of Public Safety to compile data on domestic violence.

Committee Staff

5:00 7. Adjourn